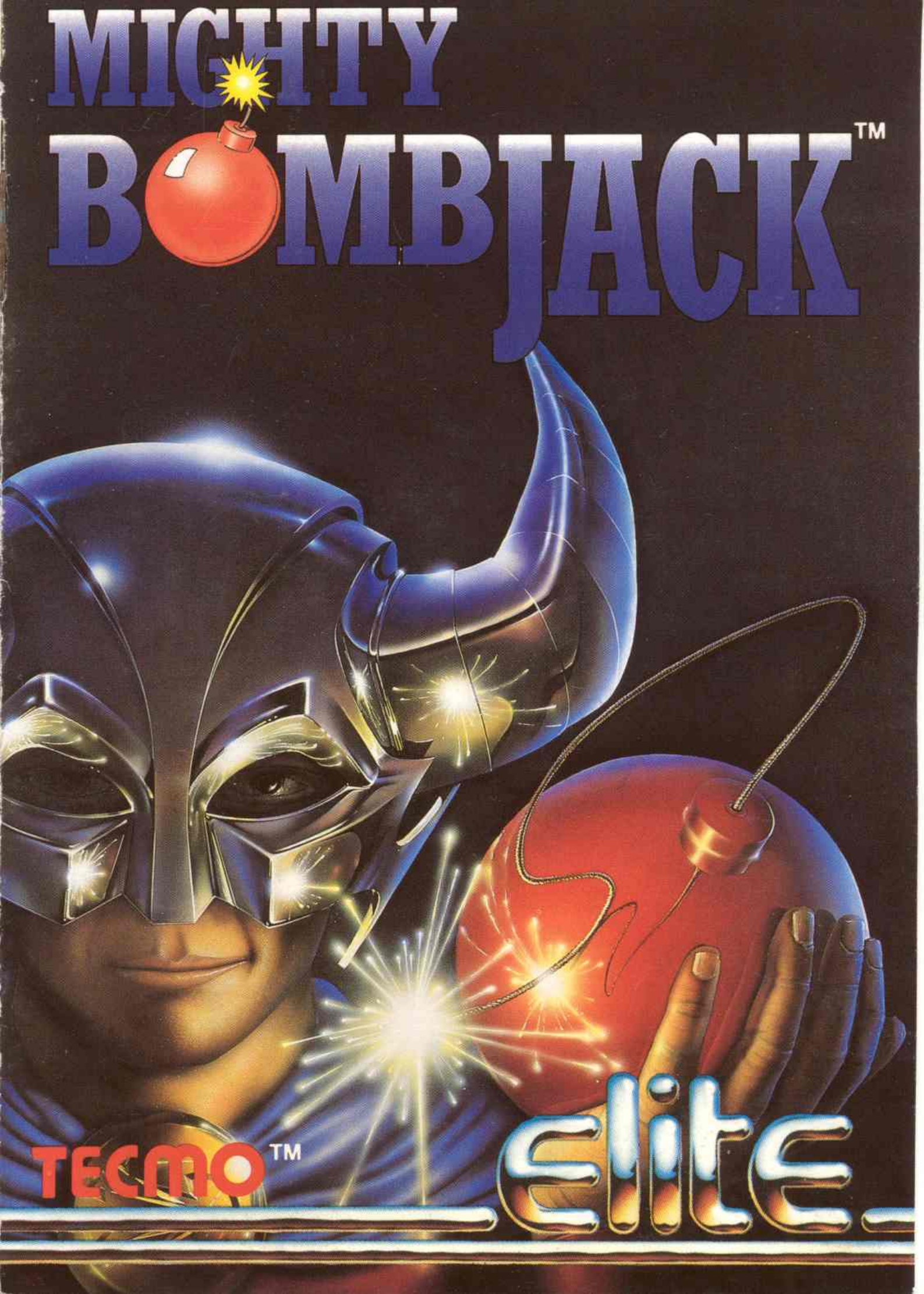
MIGHTY BOMBJACK™



TECMO™

elite

MIGHTY BOMBJACK

GAME STORY

There was a legendary KING PAMERA who maintained peace and order all over the world. Nobody could ever catch sight of KING PAMERA. One day the king demon BEELZEBUT, had a wicked plot to bring the World into ruin by abducting the merciful KING PAMERA, his beloved queen, and their beloved princess.

The brothers MIGHTY fought bravely against BEELZEBUT in order to save KING PAMERA. Every brother was defeated by the king demon except Jack, the youngest and lone survivor. Jack gained additional courage and challenged the king demon to a final fight, in order to restore peace all over the World.

Good Luck Jack.

HOW TO OPERATE JACK

JUMP

To make Jack jump press the fire button when Jack is on the floor. For Jack to jump even higher press the fire button together with up direction on the Joystick. Conversely, if you press the fire button together with pushing the Joystick down you can make Jack jump lower. Further, press the fire button again while jumping to make Jack stop in the air.

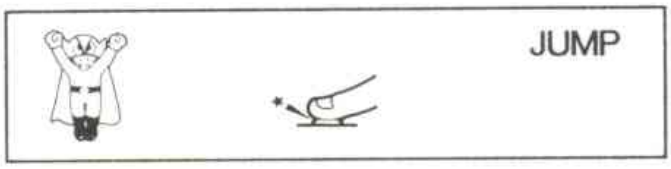
LANDING

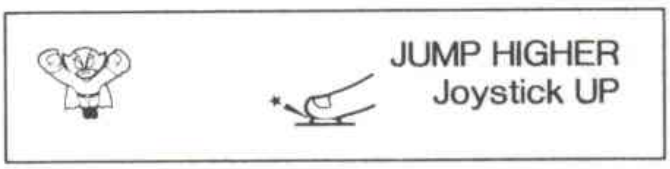
To make Jack land quickly, press the fire button.

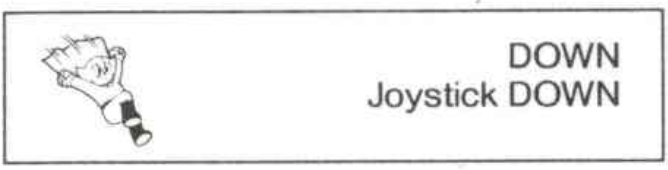
MOVEMENT IN THE AIR

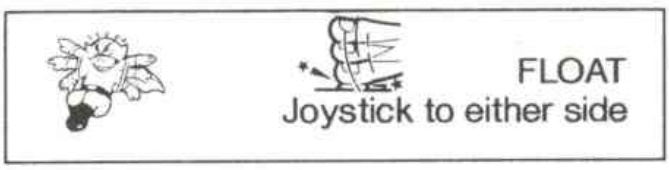
To make Jack move in the air, push the joystick left or right with the continuous pressing of the fire button. This will result in Jack's flying and floating left or right.

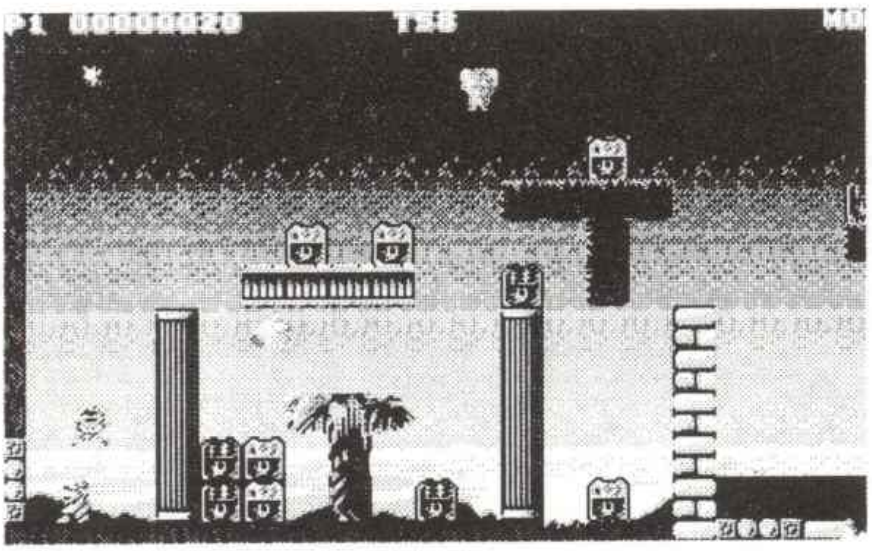
Note: The mastery of the above-mentioned operations will allow the player to gain a higher score and an increased level of game satisfaction!











MIGHTY POWER

If you get a mighty coin, you can see your stock total indicated at top of screen. After collecting mighty coins inside treasure boxes, hold down the fire button and player will be awarded the following power.

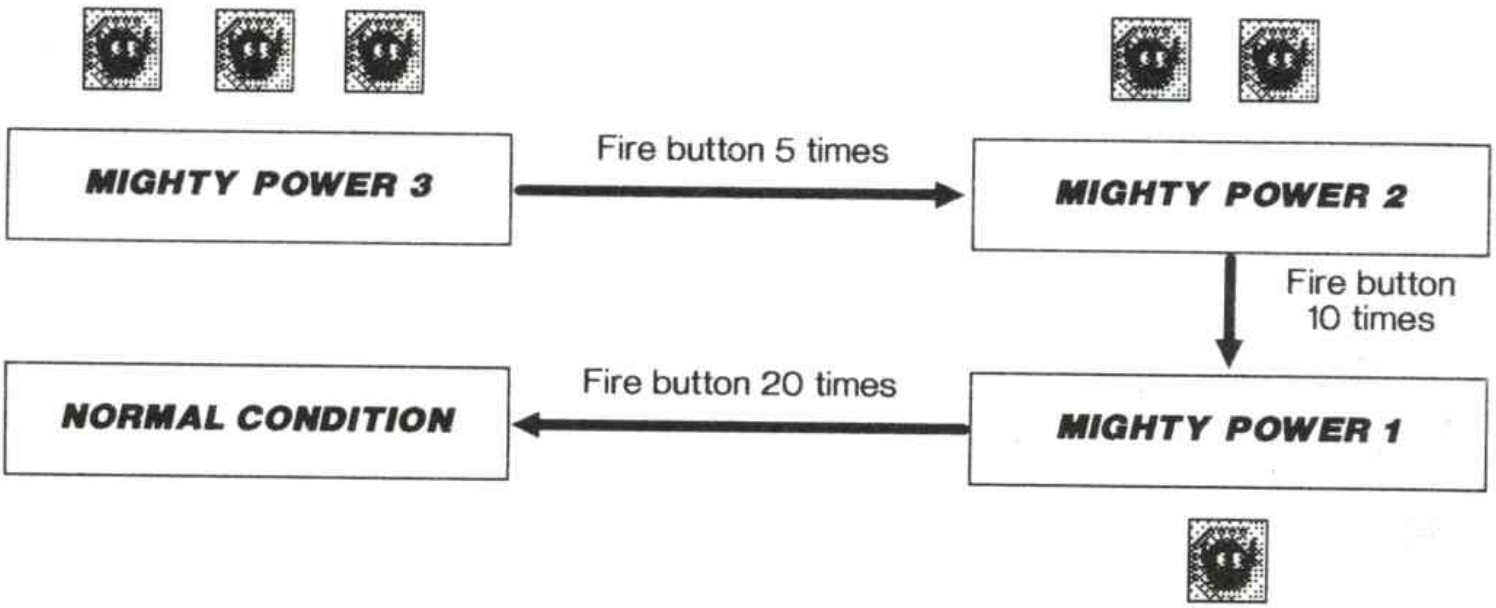
1.Blue:
To open a treasure box.

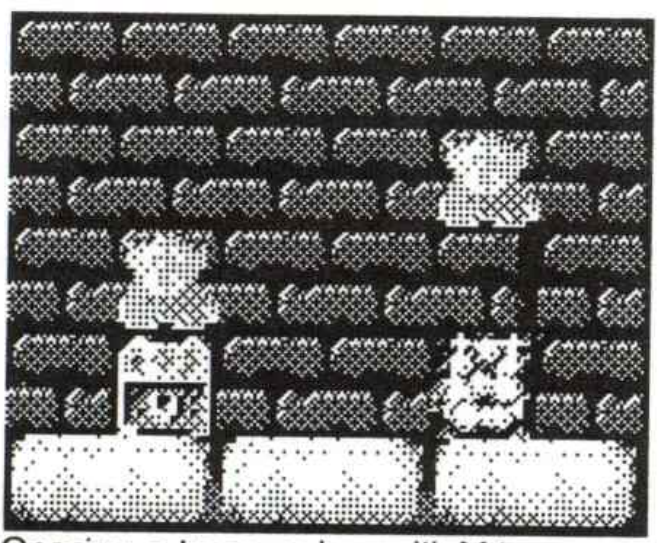
2.Orange:
To open treasure boxes by simply touching their sides. (When Jack rides on a treasure box, it will open,by jumping only!)

3.Green:
To change the enemy into a gold coin for 5 seconds and combine it with the abilities of MIGHTY POWER 2. Also, other secret powers are awarded.

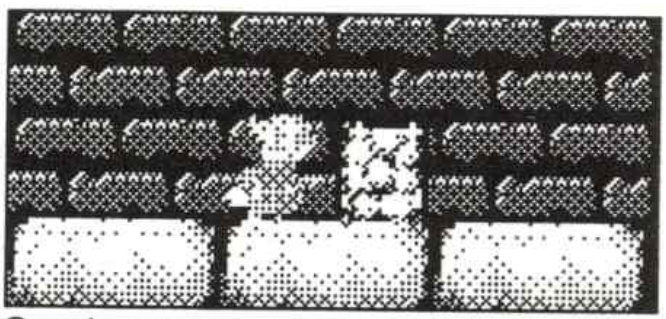
Note: The kind of power depends upon how many times the fire button is held down. You can make MIGHTY POWER 1 by 1 mighty coin, MIGHTY POWER 2 by 2 mighty coins, and MIGHTY POWER 3 by 3 mighty coins which equals FULL POWER!
(Mighty power is distinguished by Jack's colour).

Mighty Power is reduced in proportion to the number of times the fire button is pressed:
EXAMPLE: 3 - 2 - 1 = NORMAL




Opening a treasure box with M.1.

Note: Mighty Power is available only in the passage and disappears in each room of the Royal Palace. Holding the fire button down activates Mighty Power but every time the fire button is pressed (not held down) the Mighty Power is reduced.


Opening a treasure box from both sides with M.2.

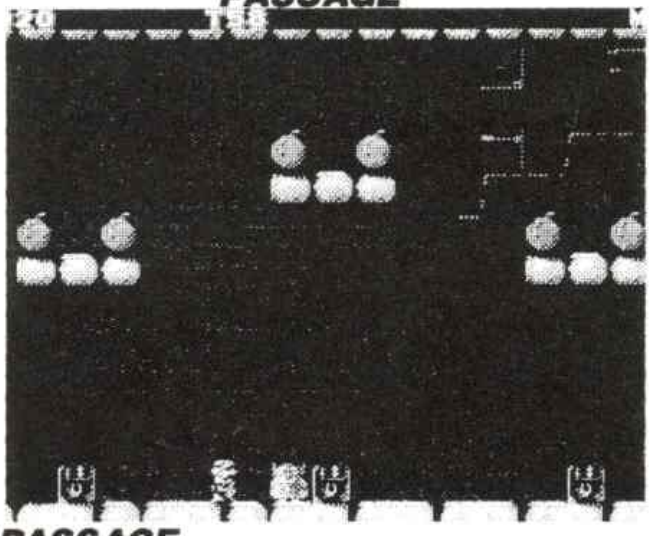
HOW TO PLAY

MIGHTY BOMBJACK is an adventure game, whereby the player controlling travels through the labyrinth of rooms, avoiding the dangerous enemies along the way while collecting as many bombs and treasures as possible! If the timer reaches zero or Jack touches an enemy he will die causing a loss of play.

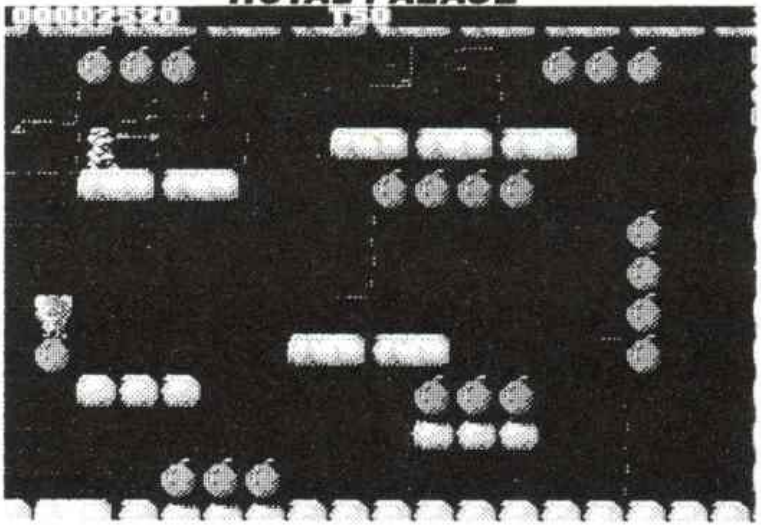
There are sixteen (16) regular rounds of play in MIGHTY BOMBJACK, plus one final round. You can find the passageway to the final round beyond the regular round of play. Each round is composed of a passage and a Royal Palace room. To advance to the next round, you must collect all bombs from the Royal Palace room, then a doorway to a passage will appear and remain open for Jack's escape! You must clear each round before the timer reaches zero (0). The remaining time (if any) will be added to your score as bonus points.

Good Luck!

PASSAGE



ROYAL PALACE



PASSAGE

This passage is a scroll type and shifts to Jack's movements. You will find this hidden passage after you have collected all the bombs and treasure boxes, then the door will open for you to advance to the next round.

BOMBS

There are two kinds of bombs, one worth 100 points, and the second worth 200 points.

TREASURE BOX

A treasure box will open when Jack jumps on top of it after riding on it first. There are two types of treasure box. The one type of treasure box will not always be opened, unless Jack is under MIGHTY POWER! (There are also some hidden treasure boxes on the floor).

VARIOUS THINGS IN THE TREASURE BOXES

Pile of Coins

Gold Coin - 500 points. To raise the possibility of Extra coin's appearance. Also second gold coin with a face on it comes out of chests - 500 points.

Bomb - 100 points or 200 points. To raise the possibility of Power Ball's appearance.

Mighty Drink - 1000 points. To add 10 counts to the timer.

Sphinx - 10,000 points. To show or open the hidden doorway.

Mighty Coin - 1000 points. To get mighty points.

Extra Coin - 3,000 points. To increase one Jack in a stock of Jacks.

Secret Coin - 50,000 points. In order to get the secret coin, you must acquire Mighty Power 3 first, then you will be pleasantly surprised by the points collected!

Power Ball. While collecting the bombs, if you hear a bell ring, immediately open the treasure box and a power ball will appear from that treasure box. If you catch this power ball, the enemy will change into a gold coin for 5 seconds for you to collect.

Other surprises await you inside these treasure boxes, please enjoy!

ROYAL PALACE ROOM

This is a fixed screen and the doorway will open only after you have collected all the bombs. It's to your advantage to collect the bombs on fire in order. Mighty Power will not work inside the Royal Palace Room.

Bomb. The bombs will catch on fire in order. In order to make the Power Ball appear, you must collect the flame bombs in order.

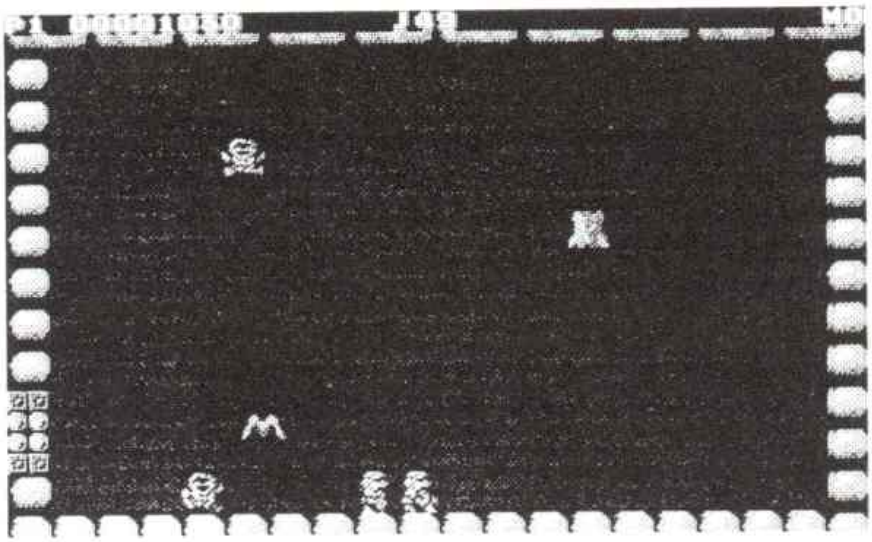
Power Ball. If you have collected enough bombs, the power ball will appear in the centre of your screen and will begin to rebound. If you catch this power ball, the enemy will be changed into a gold coin for 5 seconds.

Bonus Coin. This coin appears whenever you get 5,000 points. If you get this bonus coin, your points will multiply 2-5 times.

Extra Coin. An extra coin will appear depending on the number of gold coins collected. If you get this coin, it will increase by one (1) the number of Jack's lives.

THE TORTURE ROOM

If you are too greedy collecting the mighty coins, you will be sent to the torture room! In order to escape the torture room, you must beat the time clock by reaching zero (0) on the timer at the top of your screen. Also, you must keep jumping around avoiding the enemies. If you are successful, then Jack will return to his original position prior to sentence to the torture room, thus resuming play and score. There are many places for Jack to endure in this game; the hidden passages, a labyrinth as well as the dreaded torture room. Furthermore, there are various conditions for the appearance and opening of the doorways. How many secrets can you discover?



CHARACTERS

C.Gee.
A survivor of GEJI family. Its troublesome.

Heel.
It narrates the pyramid legend weirdly. "Weird! Weird!"

T.Gee.
Everchanging, it has 6 patterns of changing itself.

Rube.
It is very much revengeful towards Jack, and it pursues him endlessly.

Lizzy.
It is an ancestor of the tortoises that had lived in an ancient pyramid.

Billy.
It was a pet of king demon Beelzebut in the old days. This time, it takes the field.

D.Gee.
The known villain, his flame always carries the kiss of death.

He.Gee.
A brave soldier who was imprisoned and made a slave. If you help him, you could get a high score.

GAME DEVIATION VALUE (G.D.V.)

Game Deviation Value will be indicated on your screen after the game time is over. This system is for evaluating your level of skill and is calculated during your game playing. The evaluation is based on the computer's analysis of your reflexes, memory, judgement and application power.

MULTI-ENDING

This is a most dramatic secret in Mighty Bombjack - there is a queen's crystal ball and a princess's crystal ball. If you take two crystal balls you could find the different endings - 4 endings in all. Can you find all four? You might need five S coins to find the fourth.

Now, let's challenge it! Naturally this booklet cannot give you all the secrets to Mighty Bombjack, it's up to you to figure out the missing secrets. We at Elite Systems are confident that your skills will allow you to succeed! Good Luck!

MIGHTY BOMBJACK - COMMODORE 64/128

KEYS

O	- Left
P	- Right
Q	- Jump higher when jumping
A	- Jump lower when jumping.
M	- Mighty Power
Space	- Jump

Or redefine keys.
Joystick in port 2 only

F1	- Pause/Unpause
F3	- Music on/off
F7	- Quit Game.

The round number indicates the number of rounds the player has completed.

LOADING INSTRUCTIONS:

Cass.	- Shift Run/Stop
Disk:	- Load "MTYB",8,1

GUARANTEE:

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. If for any reason you have difficulty in running the program, and believe that the product is defective, please return it directly to the following address.

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